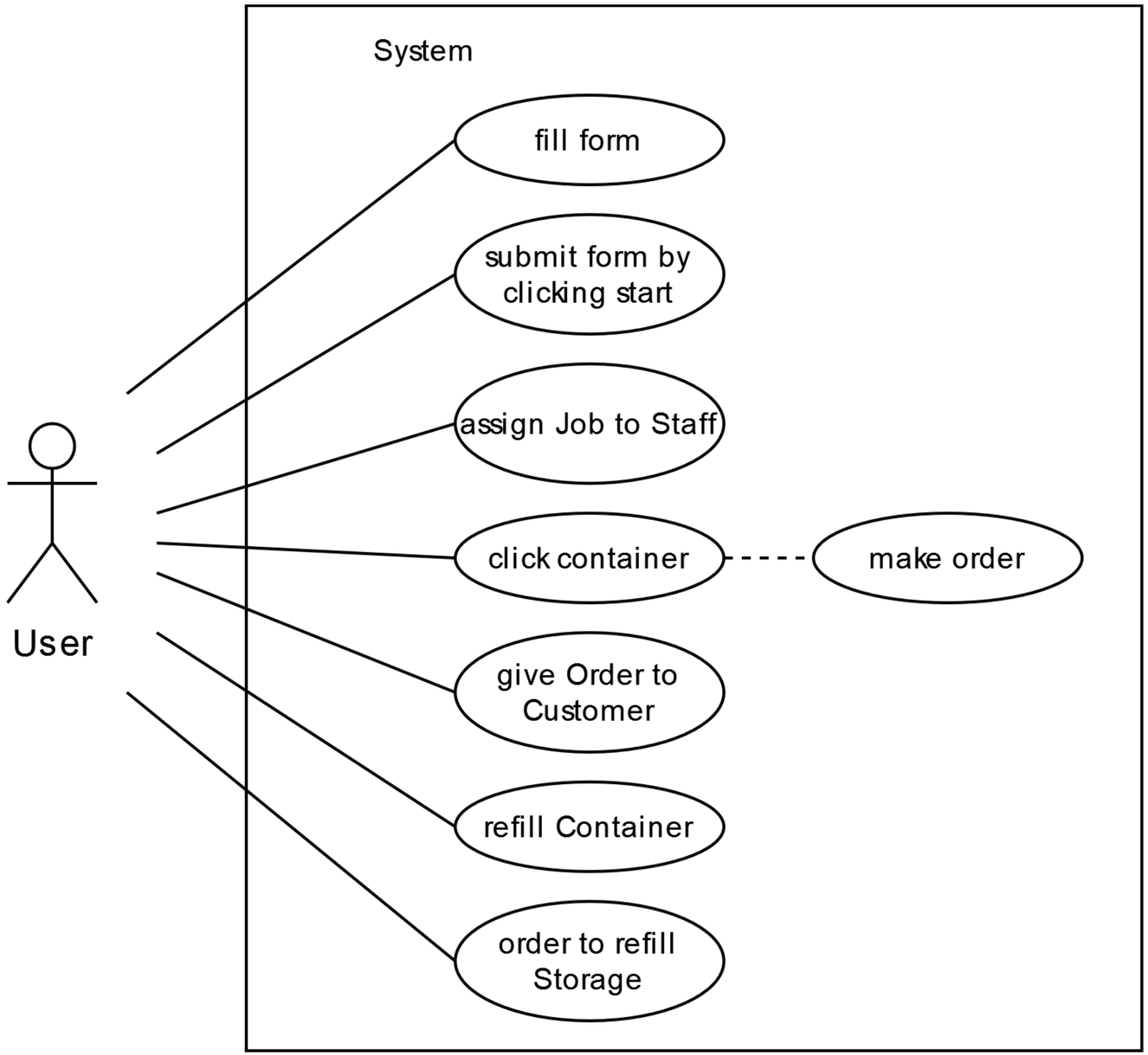
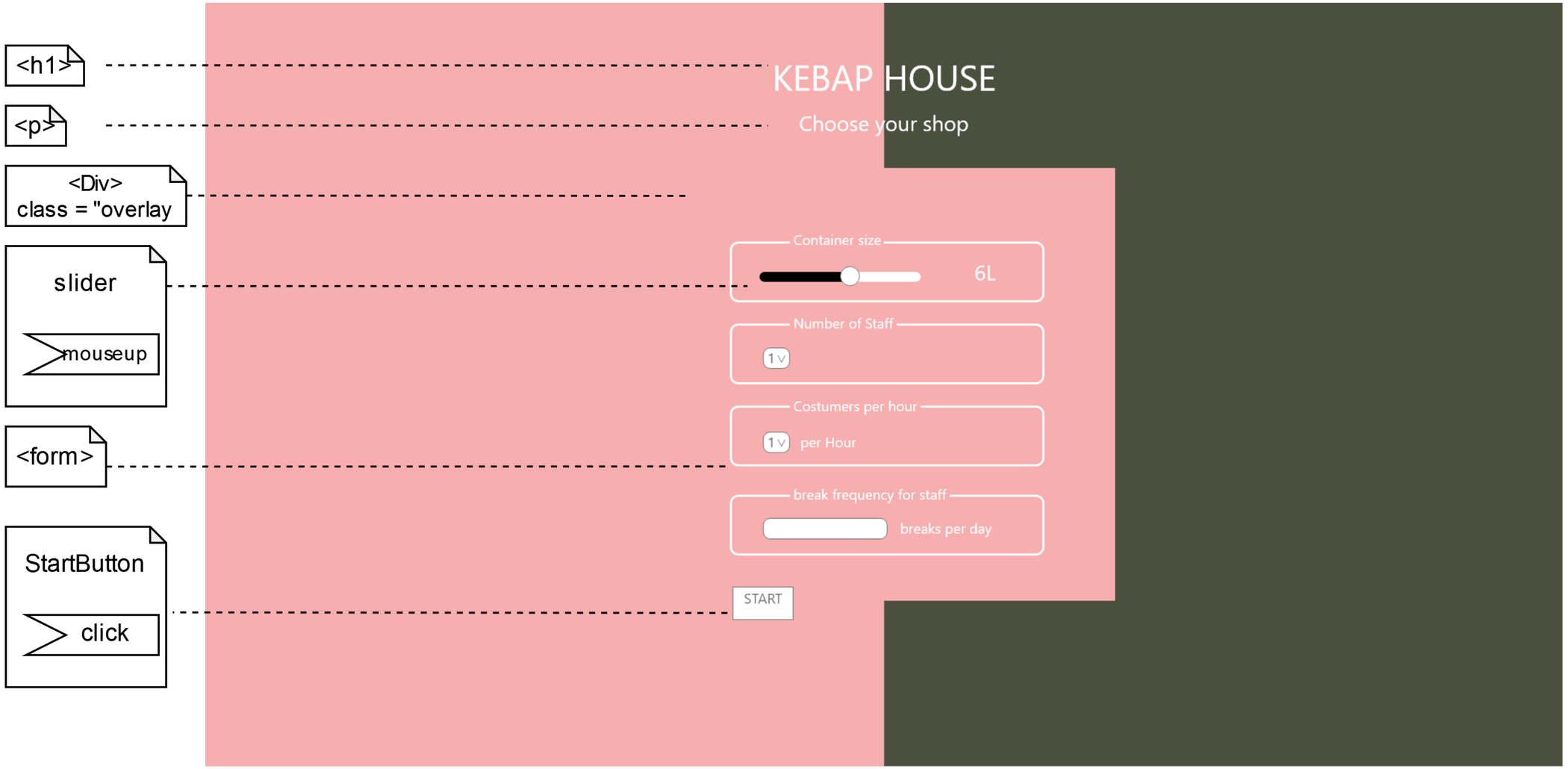
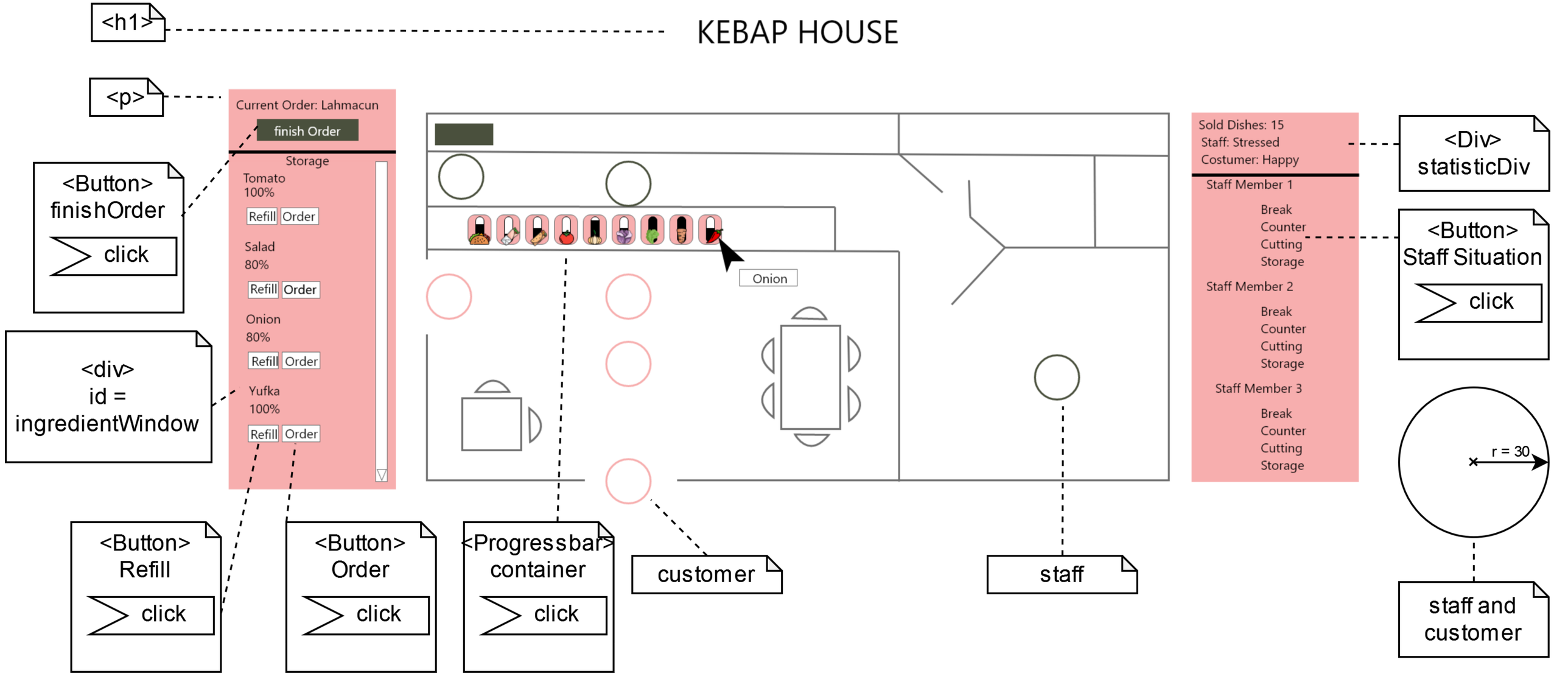
Use-Case Diagram



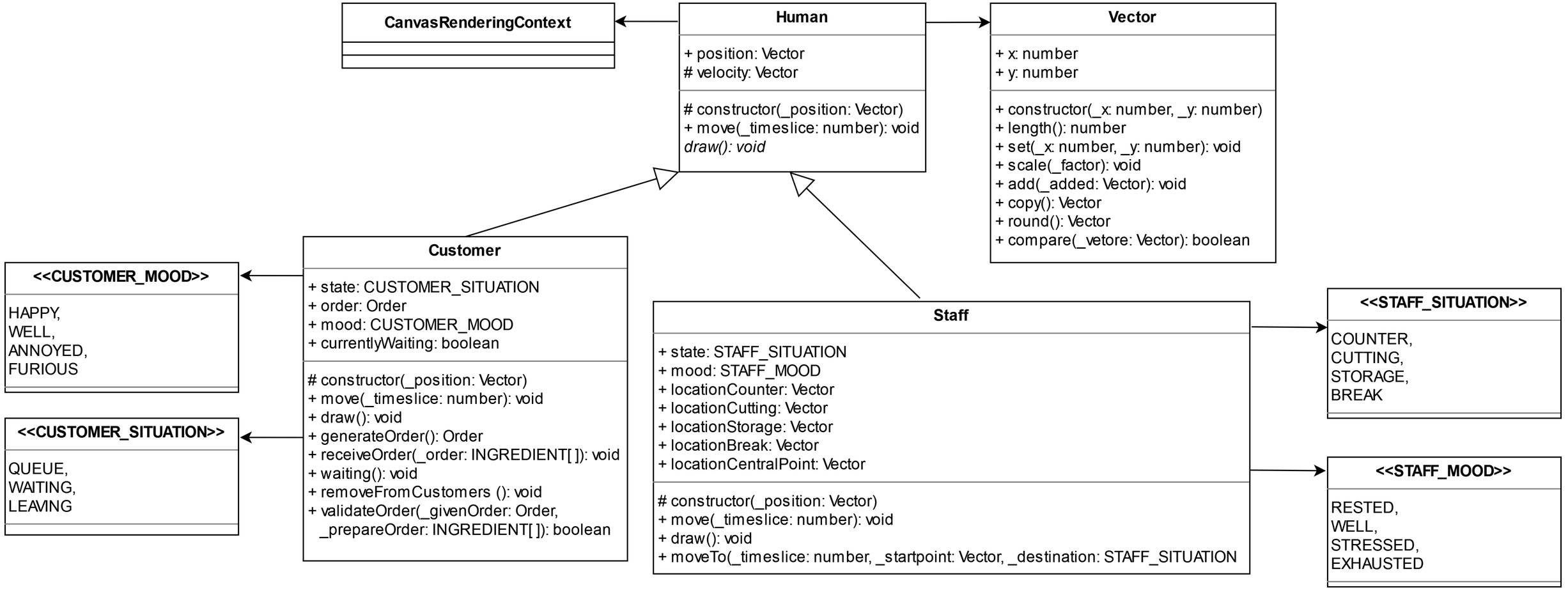
UI-Scribble


<h1>
<p>
<Div>
class = "overlay
slider
mouseup
<form>
StartButton
click
KEBAP HOUSE
Choose your shop
Container size
6L
Number of Staff
1
Costumers per hour
1
per Hour
break frequency for staff
breaks per day
START

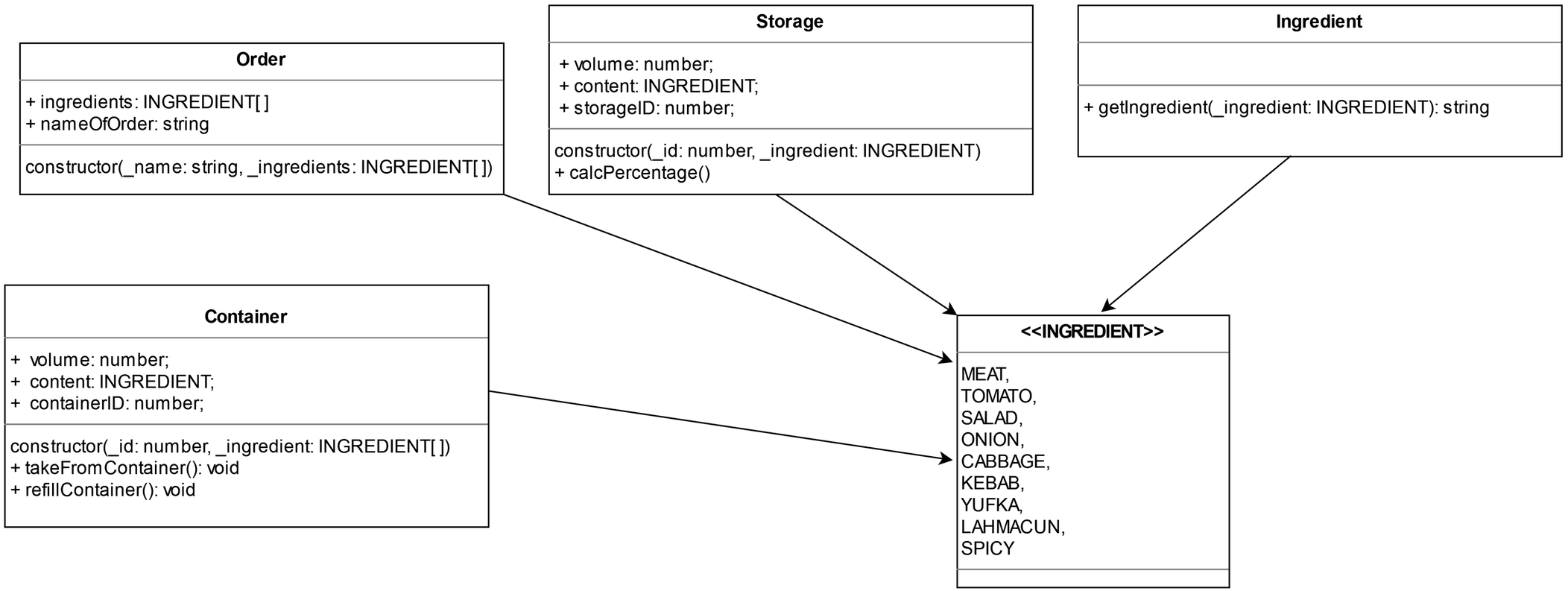

<h1>
KEBAP HOUSE
<p>
Current Order: Lahmacun
finish Order
Storage
Tomato
100%
Refill
Order
Salad
80%
Refill
Order
Onion
80%
Refill
Order
Yufka
100%
Refill
Order
<Button>
finishOrder
click

id =
ingredientWindow
<Button>
Refill
click
<Button>
Order
click
<Progressbar>
container
click
Onion
customer
staff
Sold Dishes: 15
Staff: Stressed
Costumer: Happy
Staff Member 1
Break
Counter
Cutting
Storage
Staff Member 2
Break
Counter
Cutting
Storage
Staff Member 3
Break
Counter
Cutting
Storage
<Div>
statisticDiv
<Button>
Staff Situation
click
r = 30
staff and
customer

Class Diagram - Part 1

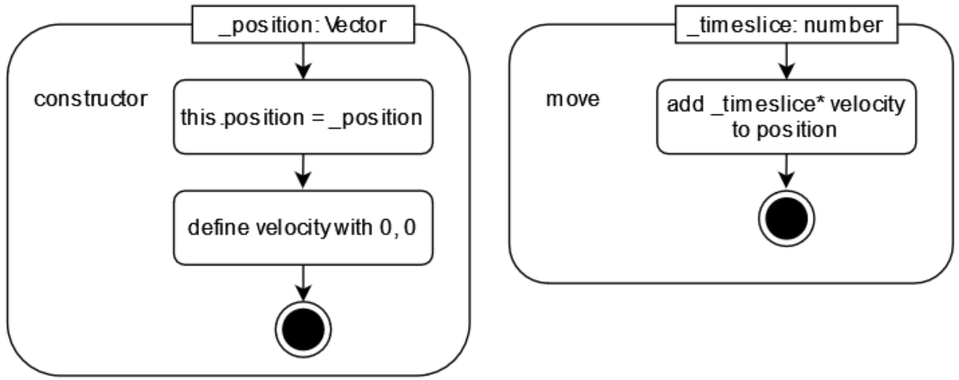


Class Diagram - Part 2

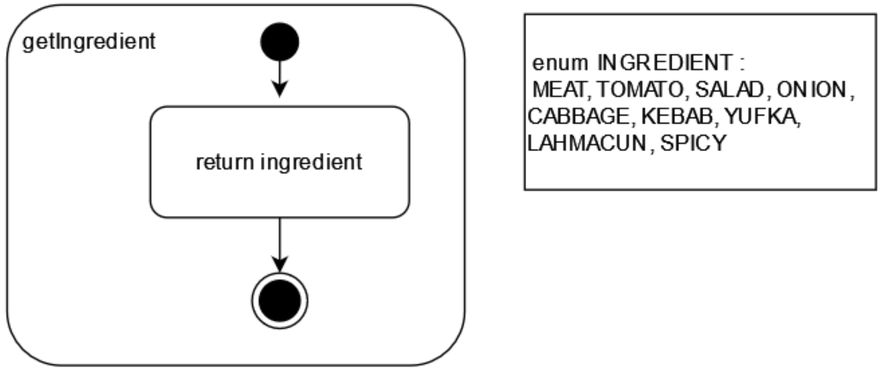


Activity Diagram Class- Part 1

AD-Human

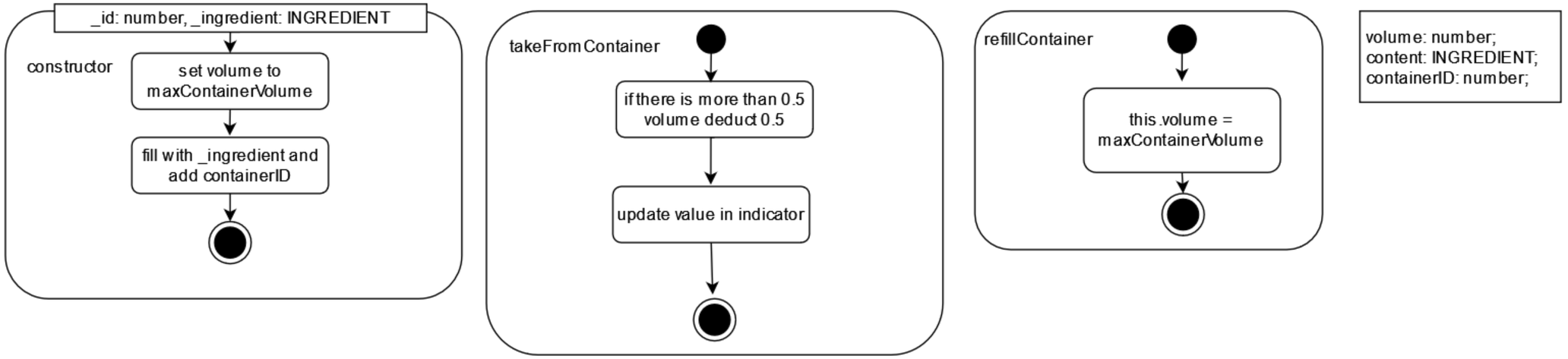


AD Ingredient



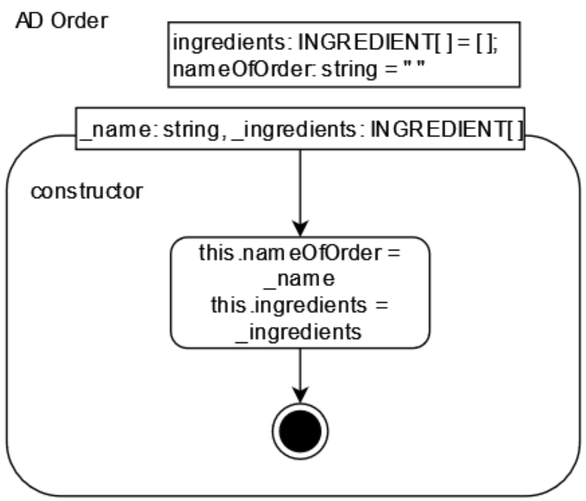
enum INGREDIENT :
MEAT, TOMATO, SALAD, ONION, CABBAGE, KEBAB, YUFKA, LAHMACUN, SPICY

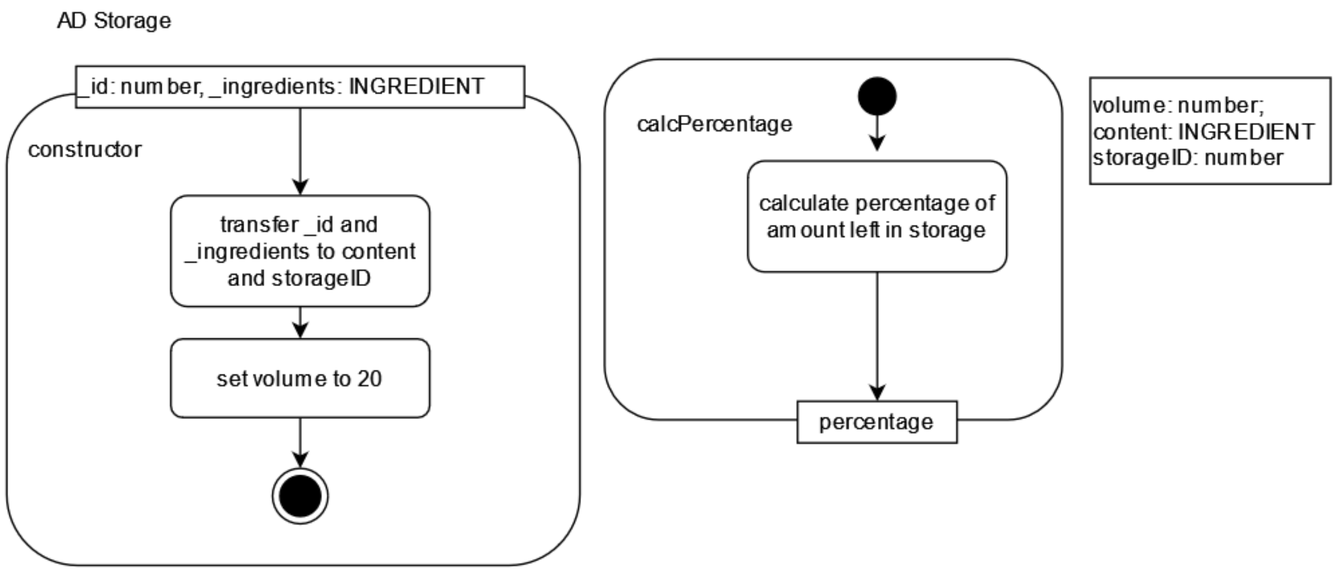
AD Container



volume: number;
content: INGREDIENT;
containerID: number;

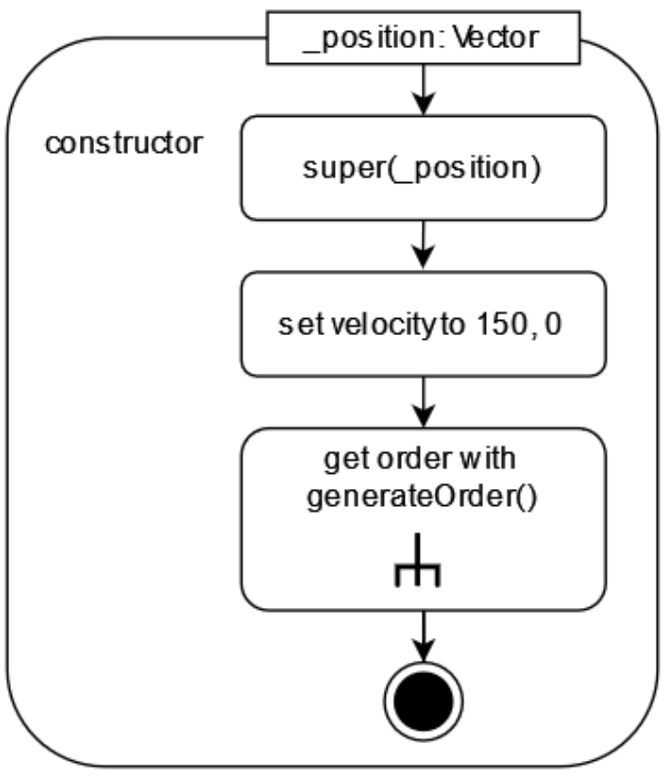
Activity Diagram Class- Part 2



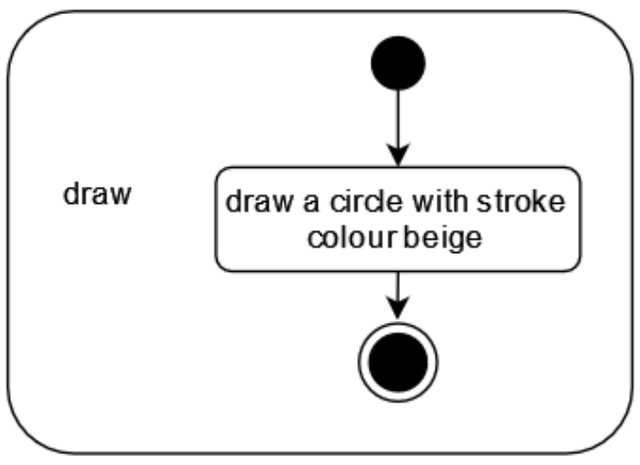


Activity Diagram Class- Part 3

AD-Customer

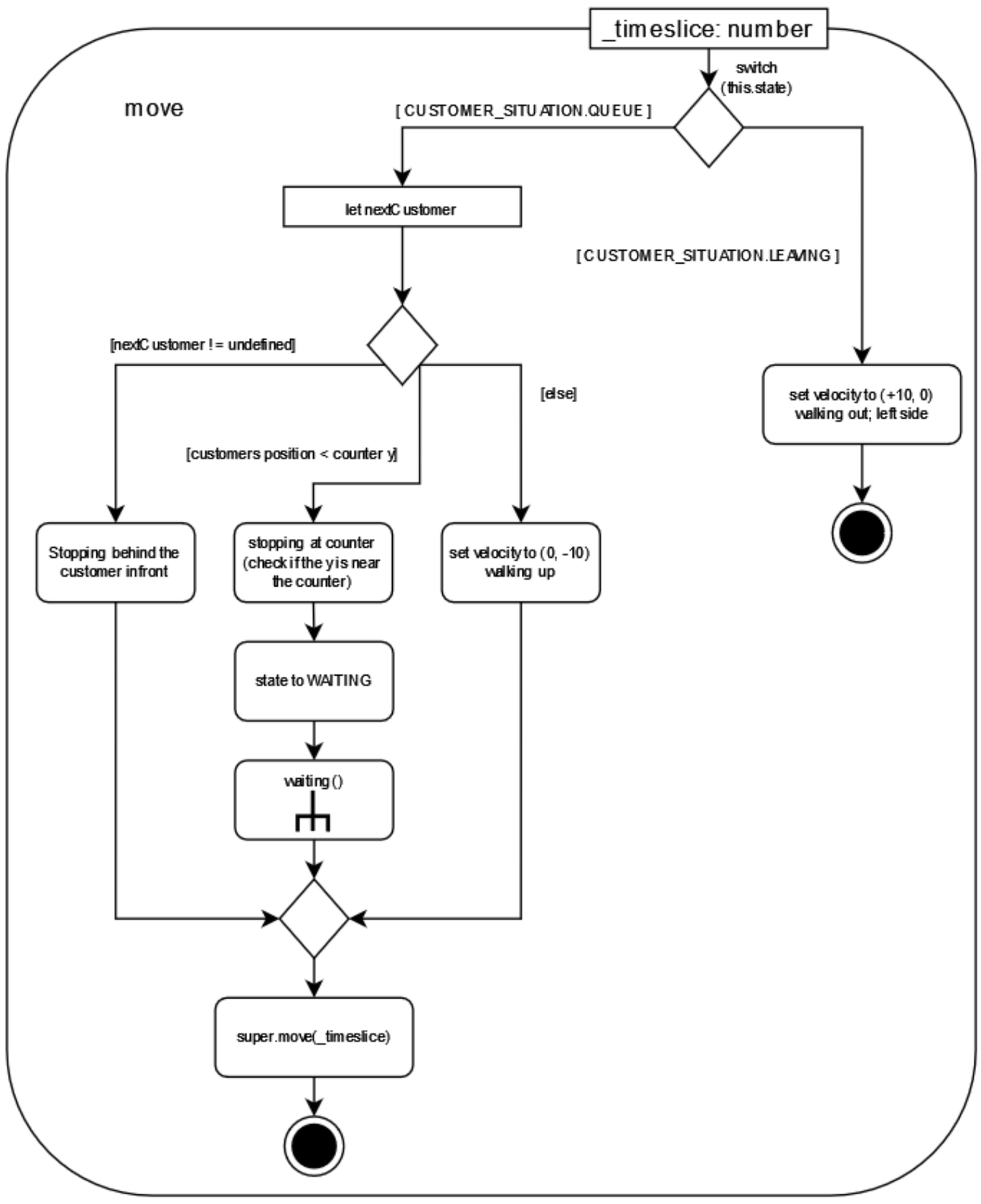


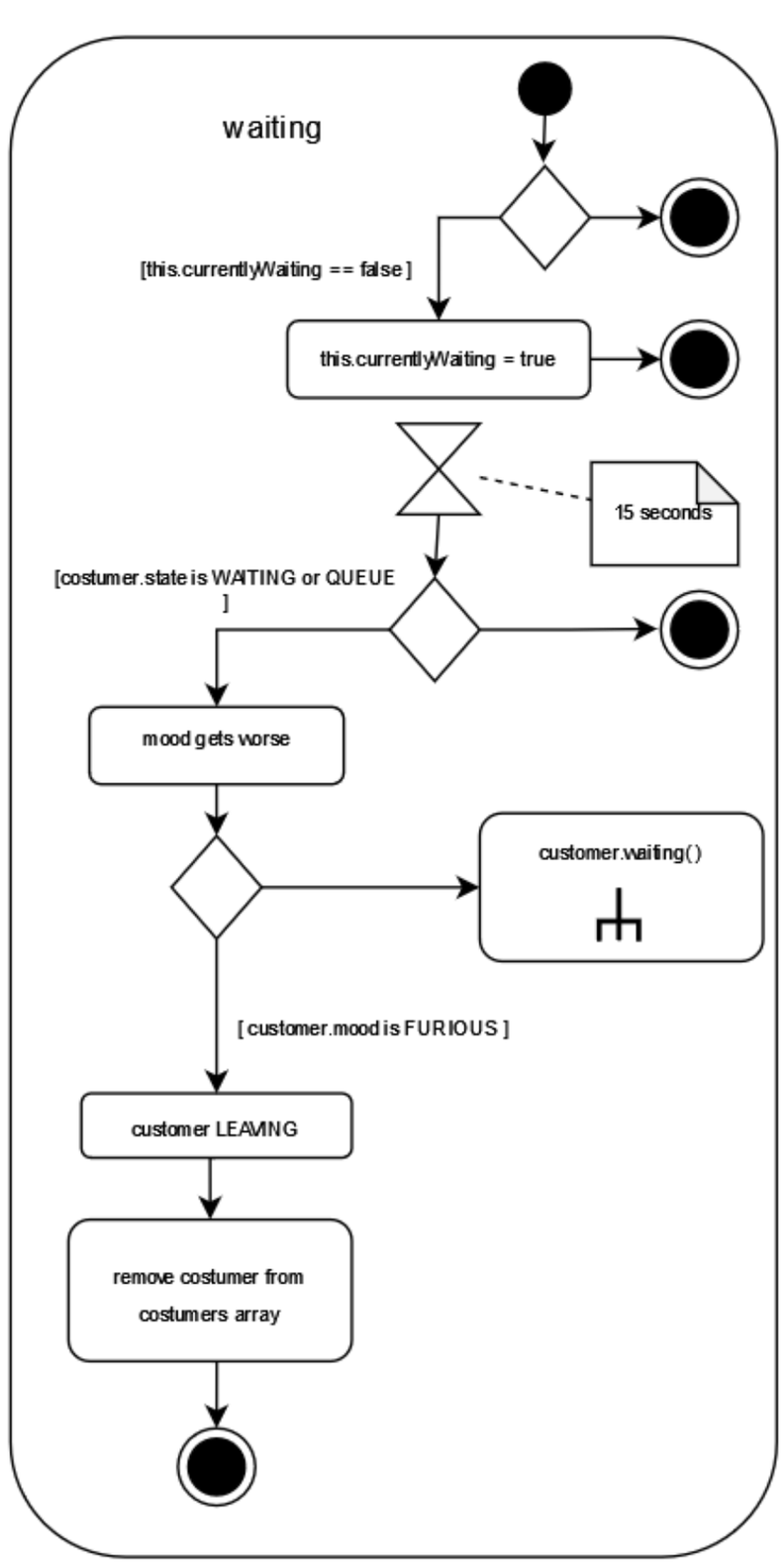

```
state =CUSTOMER_SITUATION.QUEUE
order: Order
currentlyWaiting: boolean = false;
mood: CUSTOMER_MOOD =
    CUSTOMER_MOOD.HAPPY;
```

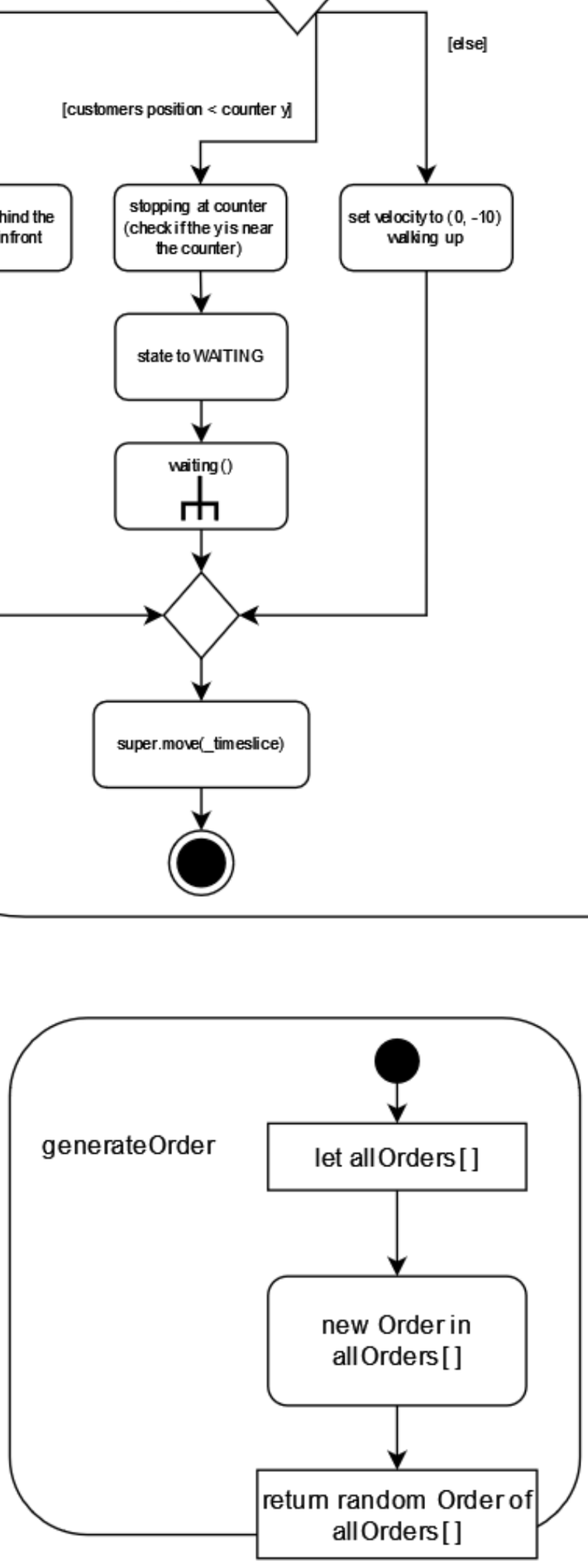


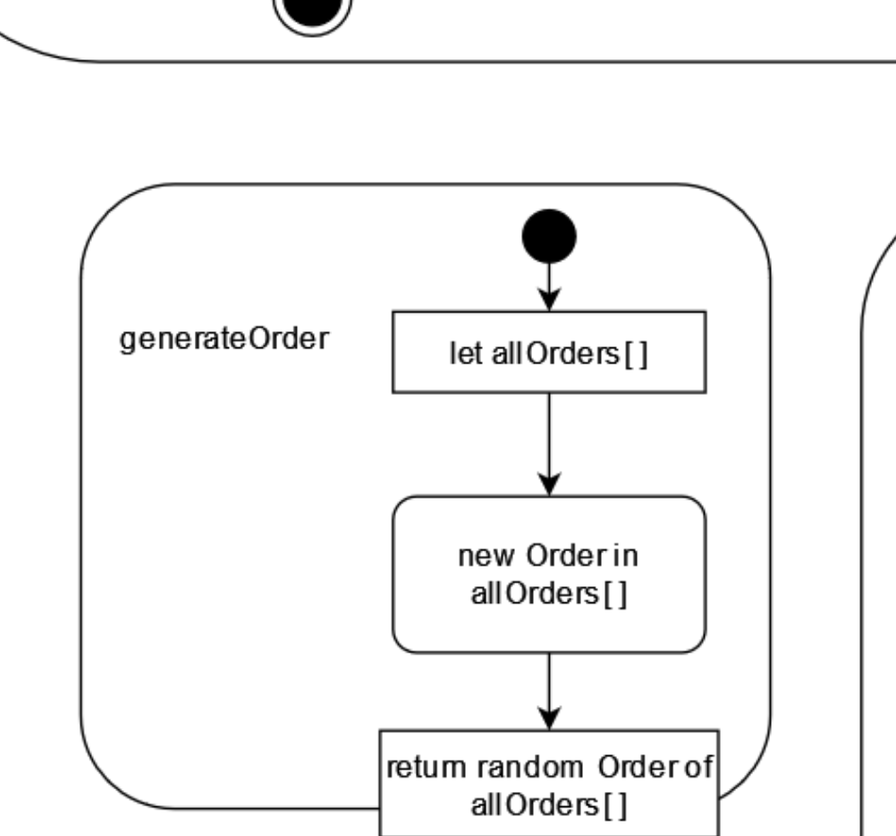

```
enum CUSTOMER_SITUATION :

QUEUE,
WAITING,
LEAVING
```

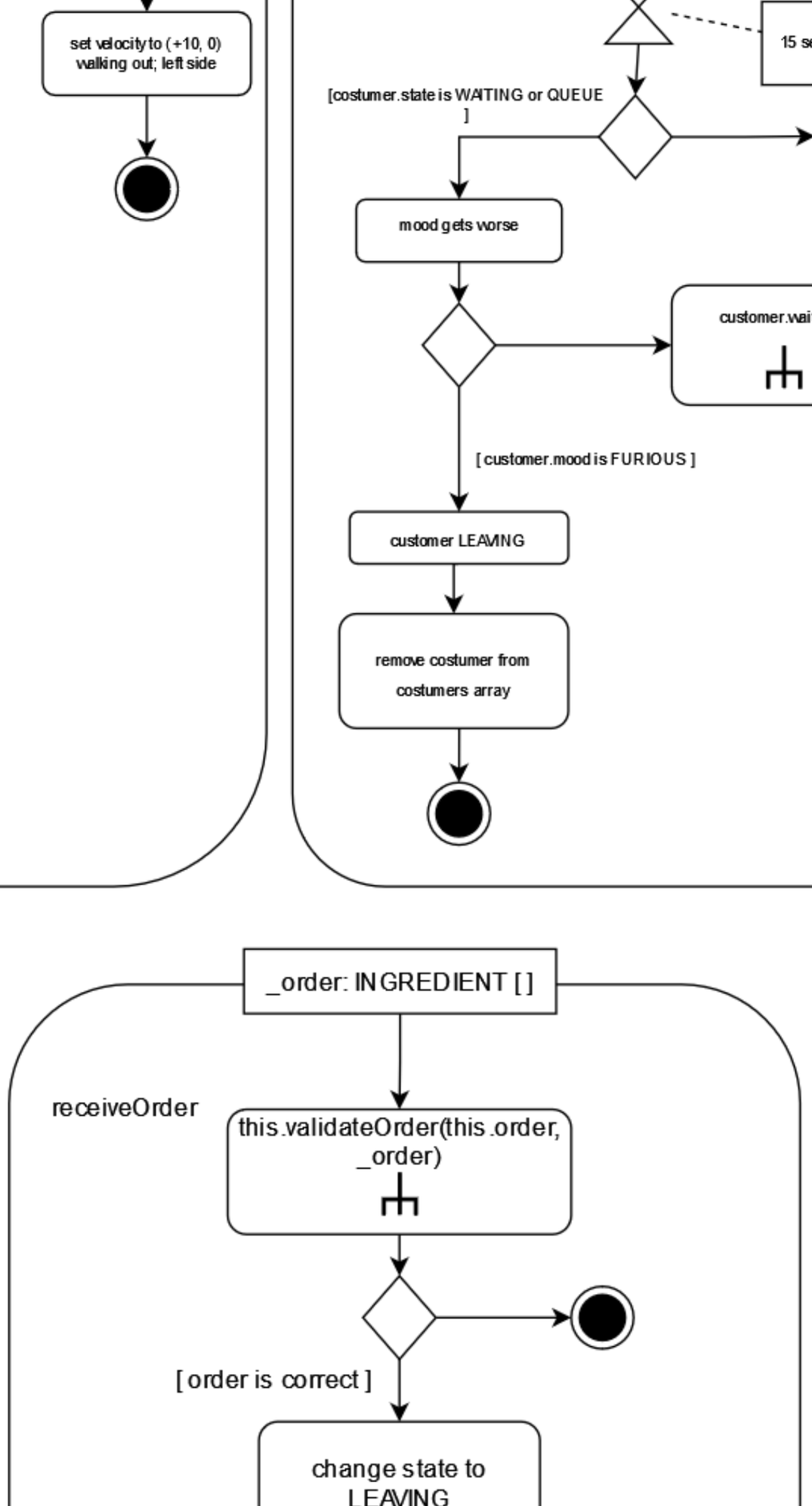
```
enum CUSTOMER_MOOD :

HAPPY,
WELL,
ANNOYED,
FURIOUS
```





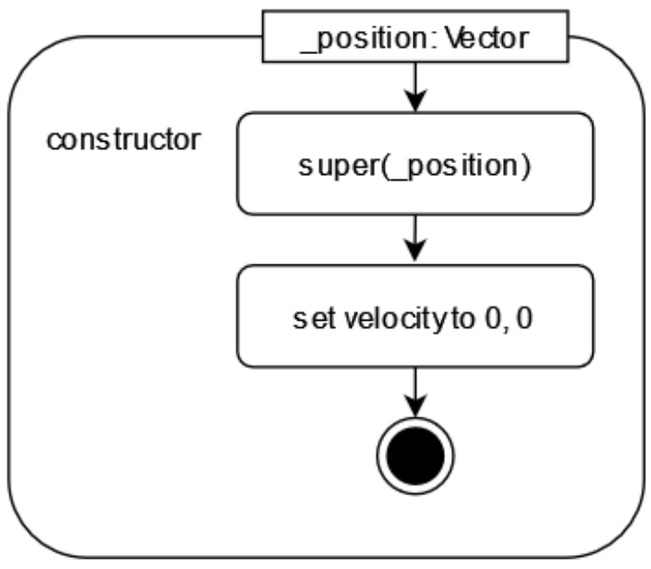






Activity Diagram Class- Part 4

AD Staff



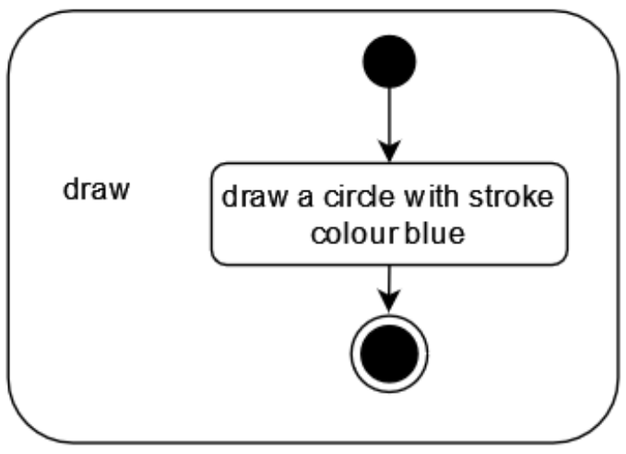
state: STAFF_SITUATION = STAFF_SITUATION.BREAK;
mood: STAFF_MOOD = STAFF_MOOD.RESTED;
locationCounter: Vector = new Vector(285, 142);
locationCutting: Vector = new Vector(120, 115);
locationStorage: Vector = new Vector(775, 100);
locationBreak: Vector = new Vector(650, 350);
locationCentralPoint: Vector = new Vector(650, 150);

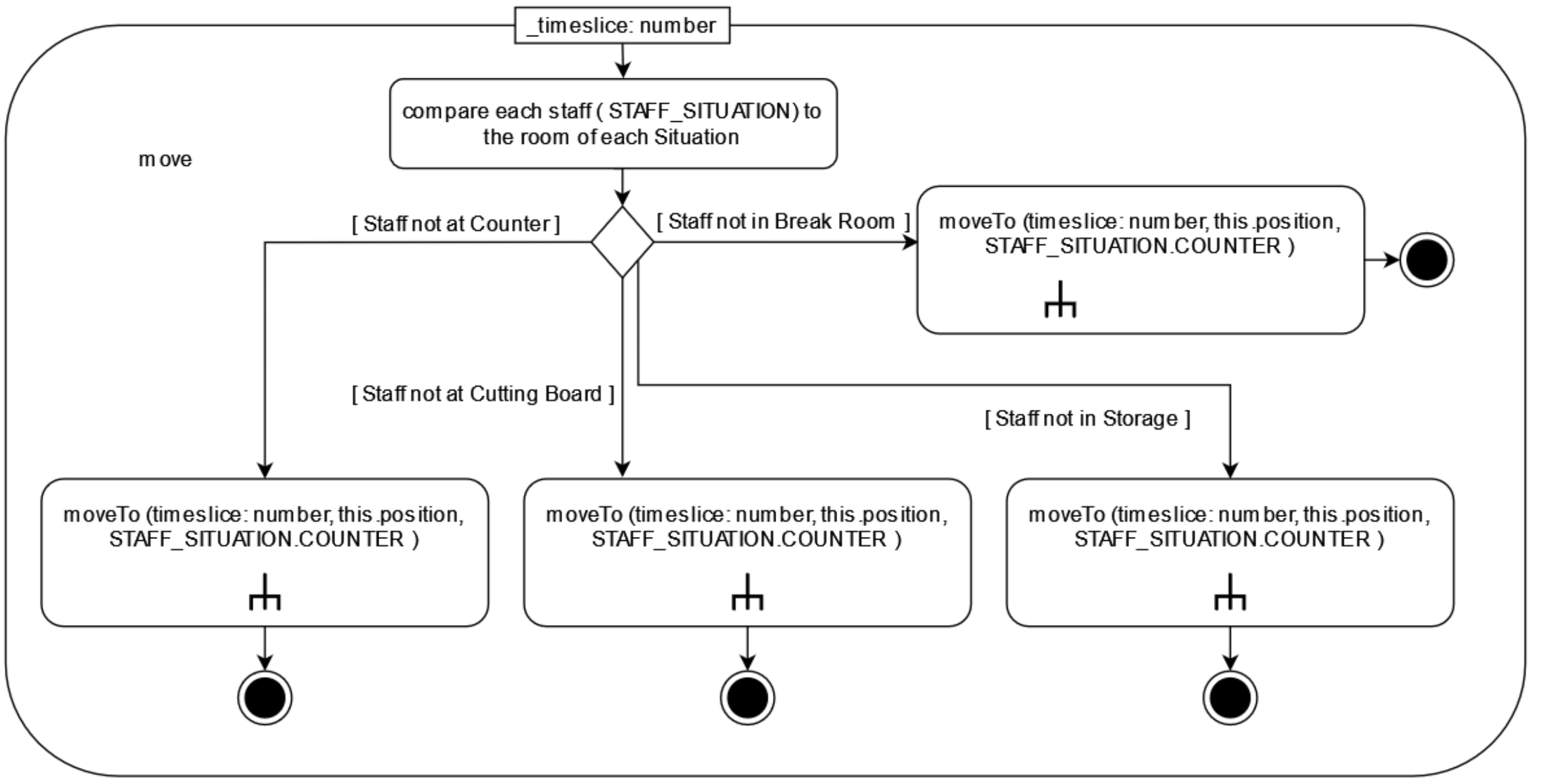
enum STAFF_SITUATION :

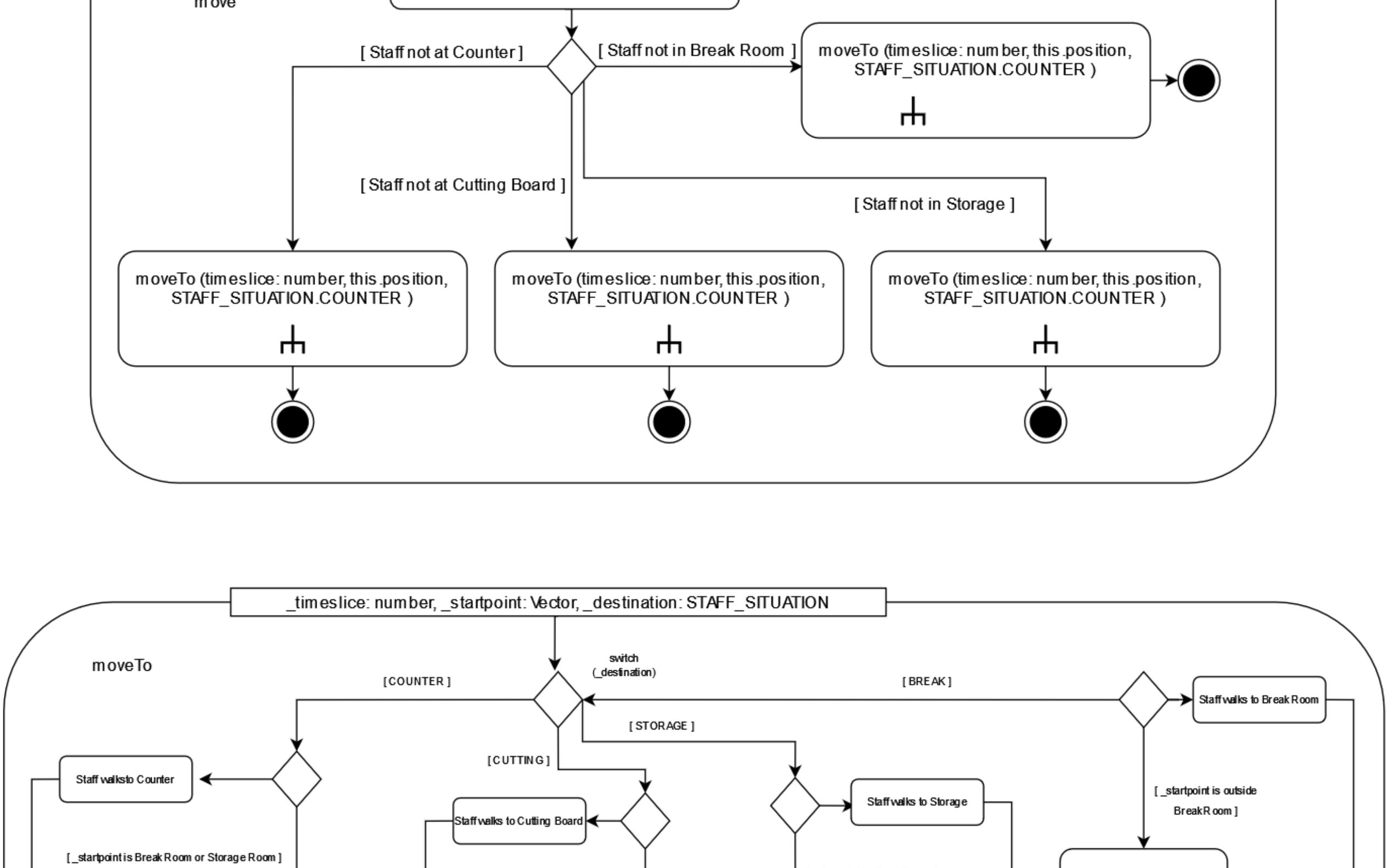
COUNTER,
CUTTING,
STORAGE,
BREAK

enum STAFF_MOOD :

RESTED,
WELL,
STRESSED,
EXHAUSTED

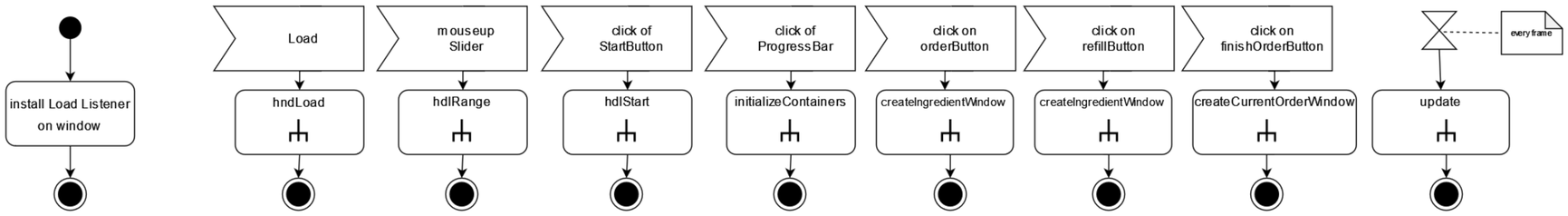




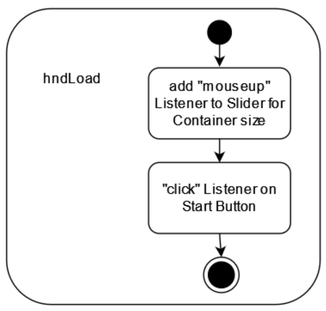


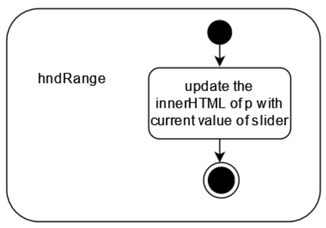
Activity Diagram Main (Kebap)- Part 1

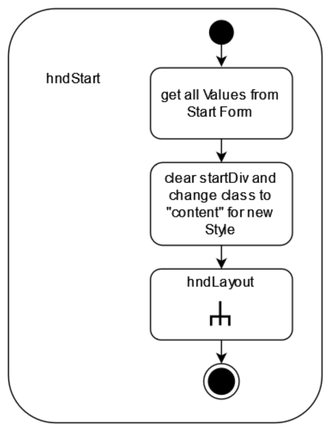
AD Kebap

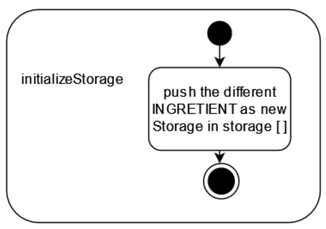


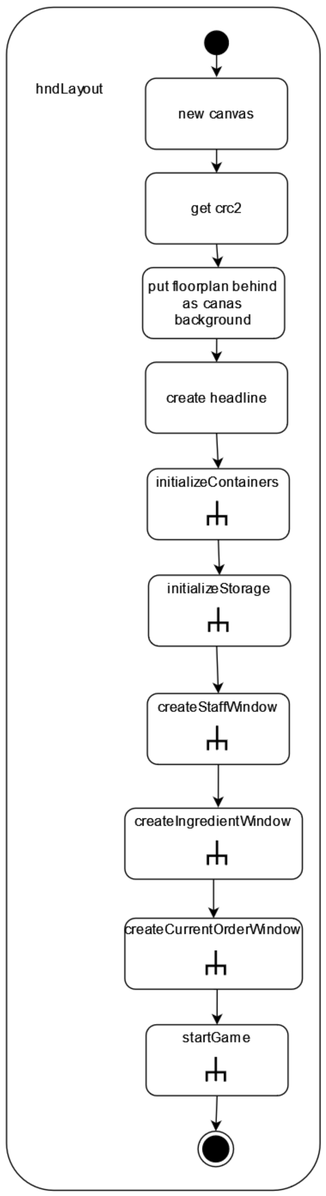

```
let startDiv: HTMLDivElement;
let crc2: CanvasRenderingContext2D;
let canvas: HTMLCanvasElement;

let start: HTMLButtonElement;
let customers: Customer[ ] = [ ];
let staff: Staff[ ] = [ ];
let containers: Container[ ] = [ ];
let storage: Storage[ ] = [ ];

let staffNumber: number;
let customerNumber: number;
let breakFrequency: number;
let maxContainerVolume: number;
let soldOrders: number = 0;

let imgData: ImageData;
let orderInProgress: INGREDIENT[ ] = [ ];
```

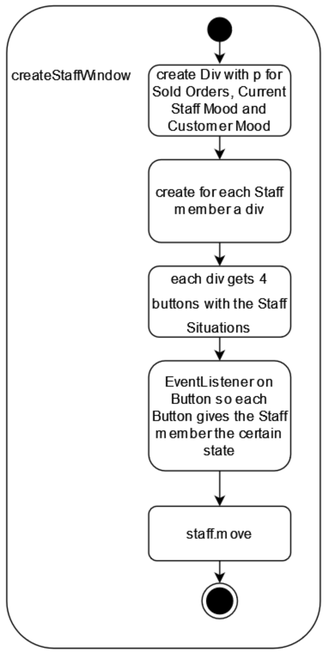


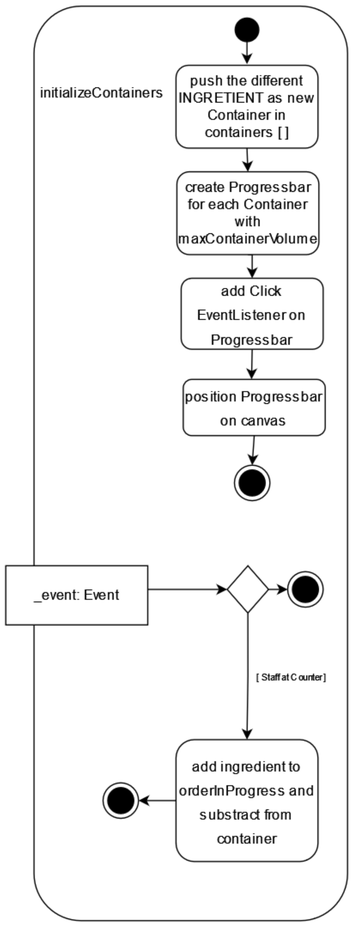


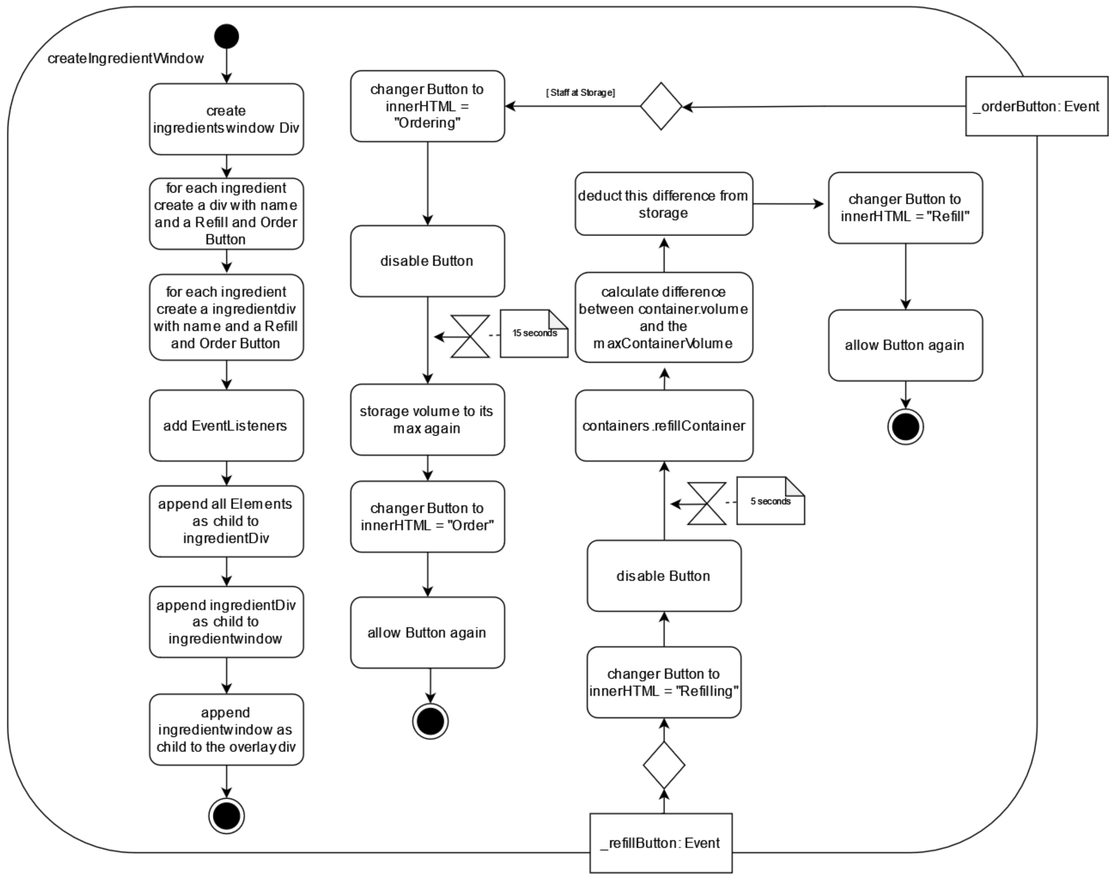


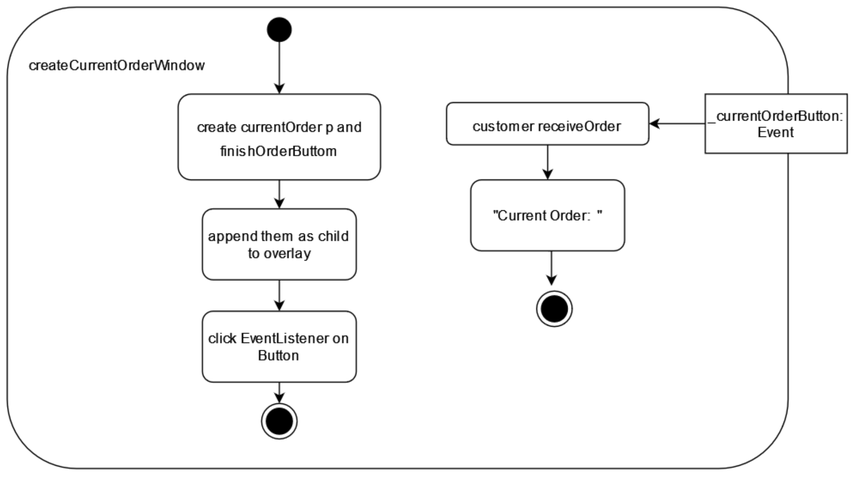
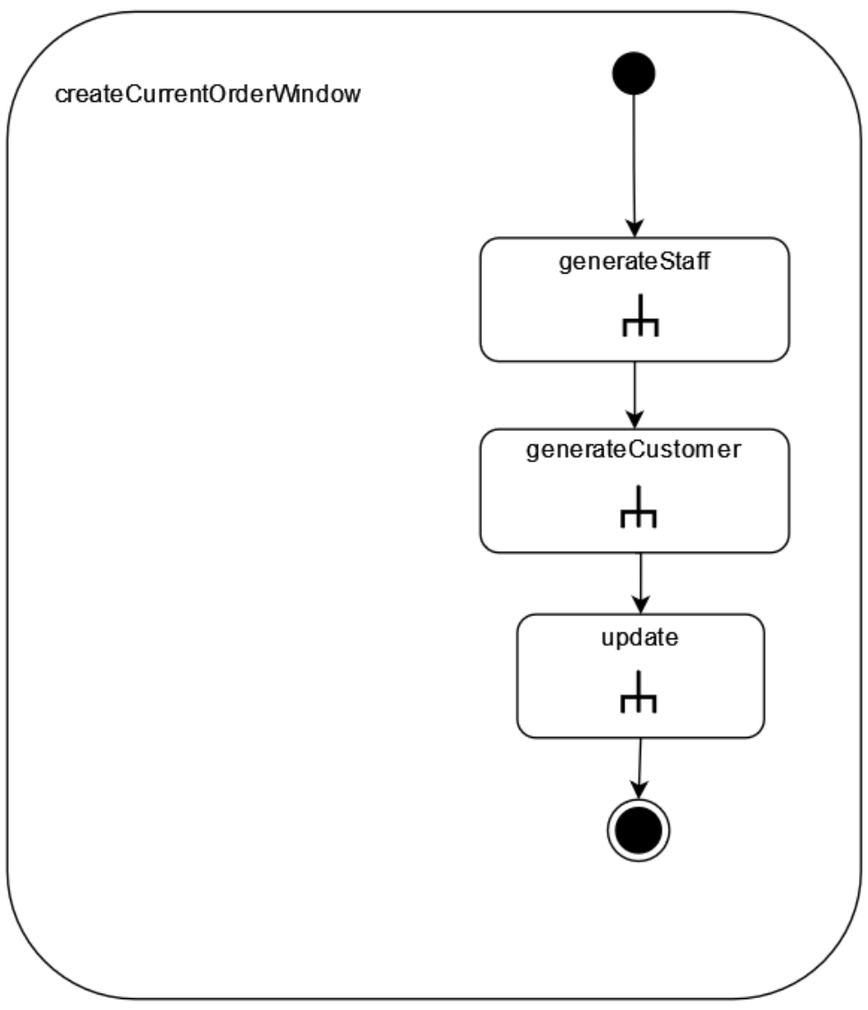
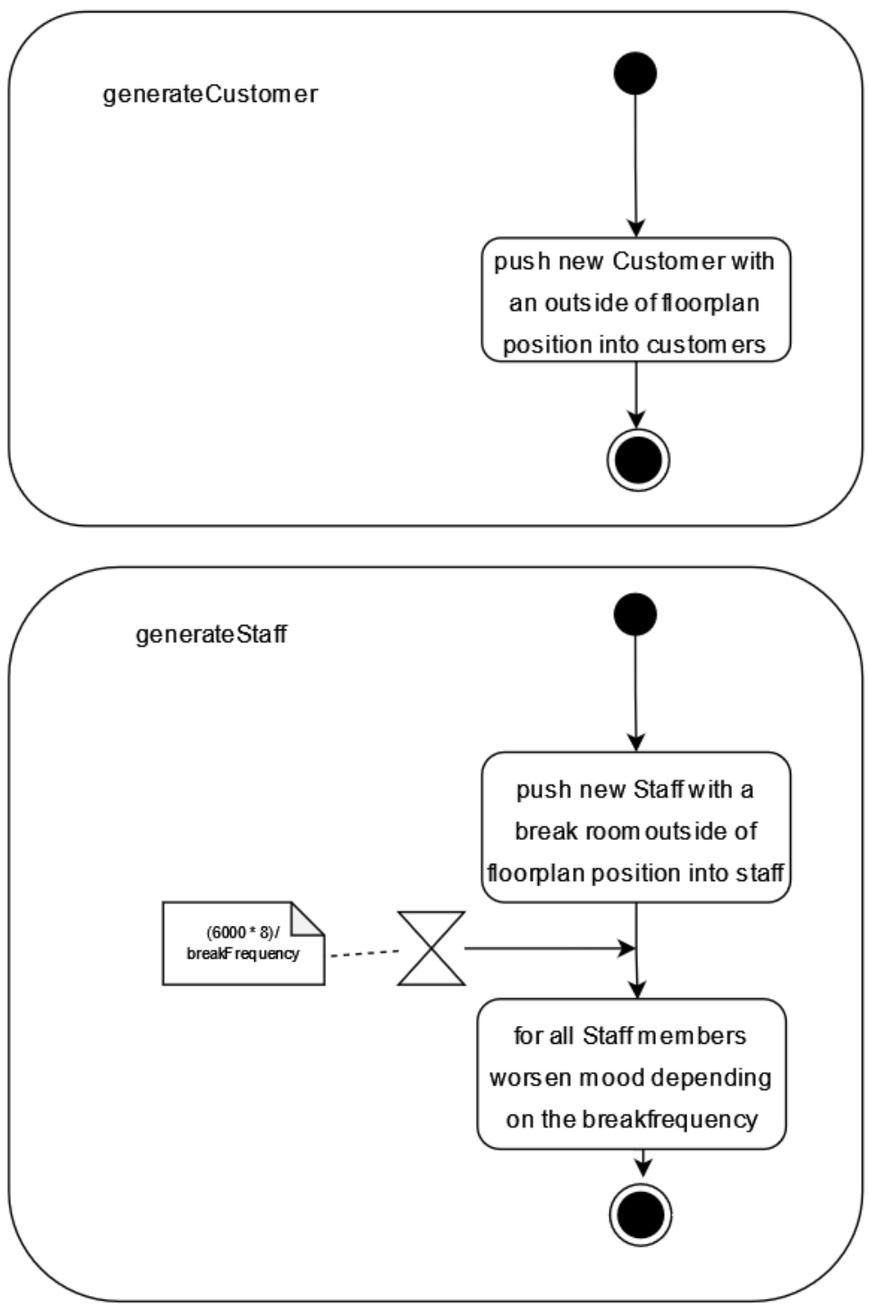
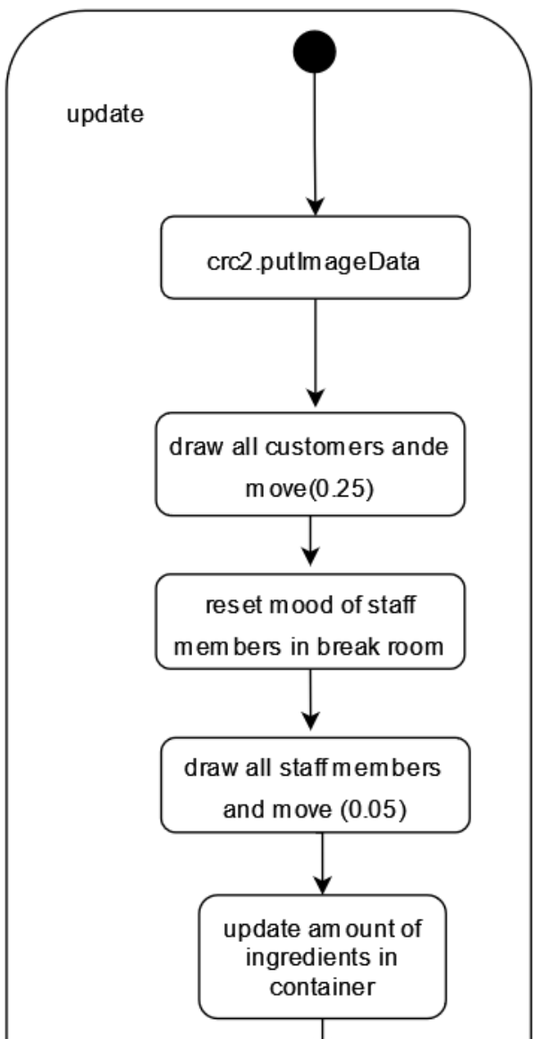
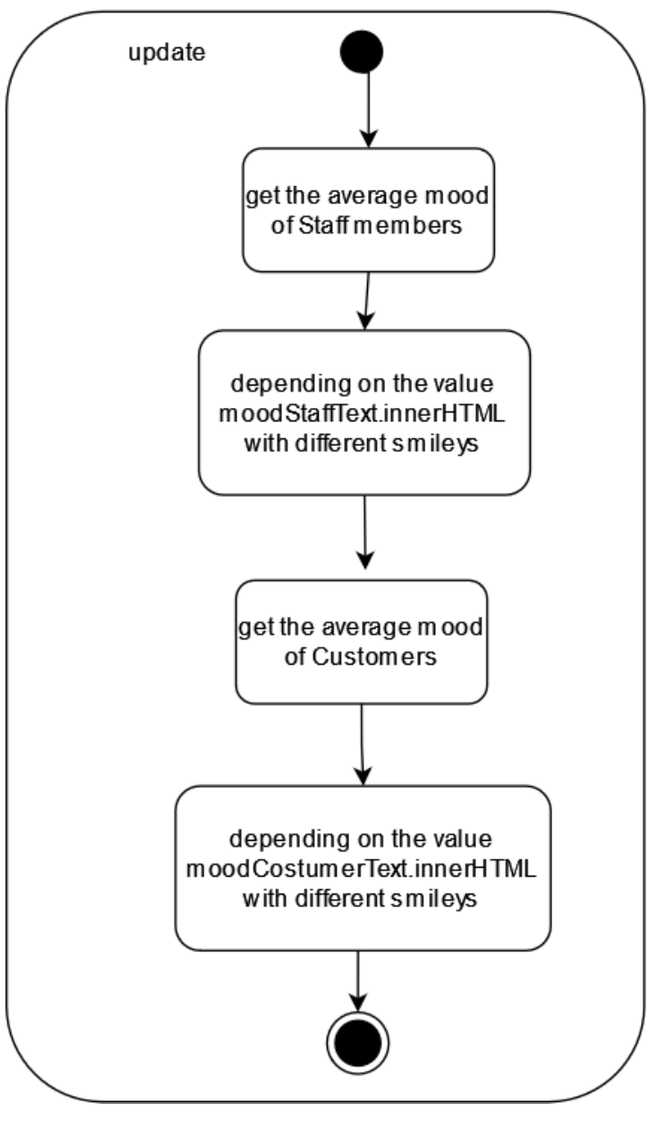












Activity Diagram Main (Kebap)- Part 2